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Proficient interactive & digital project manager with over 4 years managing mobile game, web, and software projects. Accomplished designer (graphic, web, UI/UX mobile & game) and web developer with over 5 years of experience. Managed a team of 20 people on a multitude of projects using both agile and waterfall methodologies. Successfully launched and developed products in local, international, mobile and online markets.

Able to manage and produce all types of projects and products, from the creation of a full corporate identity, with print and digital media to the development of a mobile app, game or software.

I thrive in high pressure environments, always looking to extend my knowledge to get a full picture of each project, without letting any details out of my scope.

## **WORK EXPERIENCE**

### **INTERACTIVE PROJECT MANAGER**

FEB 2015 TO SEPT 2017  
DHX Media (Previously Nerd  
Corps) Vancouver, Canada

Managed the production and development of new and exciting interactive projects in an agile development work cycle, while directing the production of the live operation team, involving 7 mobile games, as well as 4 HTML games, and 3 websites, spread across multiple kids' brands: Massive Monster Mayhem, The Deep, Slugterra, Endangered Species, Airmageddon, Kate and Mim-Mim and Space Ranger Roger.

- Reviewed project specifications and compiled functional requirements with the stakeholders
- Defined the product backlog, prioritized and adjusted features according to market value and business needs in collaboration with stakeholders and the team
- Created sprint plans and timelines, maintained schedules on the budgets given, and conducted daily Scrum stand ups with the teams
- Led and motivated multiple cross-functional teams throughout the entire life cycle of product development, including deployment and post-deployment
- Oversaw the development of the creative (art and design), technical development (game programming), and product quality (QA)
- Assisted with wireframe creation and flow mapping
- Participated in client facing meetings
- Facilitated debrief meetings, compiled project summary
- Conduct weekly conference calls with stakeholders to provide project updates
- Planned the go-to-market strategy and managed the deliverables for each project including marketing and social media in collaboration with stakeholders (websites, trailers, press kits, social media influencers, and more)
- Managed, delivered and released products
- Organized and managed beta testing
- Conducted user acquisition campaigns
- Planned future project development with the stakeholders
- Managed and monitored in-game ad network performance and revenues
- Managed team capacity and supported it with the assessment of new tools and education

**DESIGNER & SCRUM MASTER** • Scrum Master for 3 teams over 2 project cycles

- MAY 2012 TO JAN 2015 • Created sitemap, wireframe, mockup and interactive prototypes, and designed user experience for multiple projects on multi-platform and multi-language environment (web site, mobile & web game and software). Also created branding for marketing promotional events
- Nerd Corps Entertainment Part of the DHX Media family since Dec.24, 2014 - Vancouver, Canada
- Conducted analysis on children's behavior with mobile and web technology.

**DIGITAL PROJECT MANAGER DESIGNER & DEVELOPER**

Managed, designed, developed and delivered to clients: 25+ corporate identities and websites, including several e-commerce, in collaboration with a team of developers in a waterfall environment.

- March to April 2012 Freelance Designer (Vancouver, Canada)
- Nov 2011 to Feb 2012 Graphic, web designer/developer(SDNET Web Agency - Grigny, France)
- June 2010 to Oct 2011 Freelance Designer (Voiron, France & Vancouver, Canada)
- Dec 2007 to May 2010 DIGITAL PROJECT MANAGER, Graphic, web designer/developer (NETEOO Web Agency Voiron, France)
- Oct 2006 to Nov 2007 Graphic, web designer/developer (Microsystem Web Agency / Voiron, France)

**OTHER SKILLS**

- Analytic Data Measurement
- Product Design
- Cross-platform Producer and designer (Print, Web, Mobile, and App Design)
- Experience designer (UX & UI) for web, mobile games and software
- Digital Marketing
- Front end developer (Programming languages: HTML, CSS, Javascript, and PHP)
- Content Management Systems developer: Drupal, Joomla, WordPress, Prestashop
- Project collaboration: Jira & Confluence from Atlassian, Asana, Basecamp, and Mantis
- Analytics & app system management: Upsight, deltaDNA, Google Analytics, iTunes and Google Play, App Annie, Google Tag Manager
- Mobile game ad networks and user acquisition network: ironSource, AdMob, Chartboost, Tapjoy, AppLovin, AppsFlyer
- Design: Adobe Suite (Photoshop, Illustrator, InDesign, Flash, Dreamweaver)
- Prototyping tools: Just in Mind, Balsamiq
- Game development: Plastic SCM, Unity
- Operating Systems: Windows, macOS, iOS and Android

**LANGUAGES**

- English
- French

**EDUCATION**

- Jan to July 2011 English Certification University of Cambridge (PLI School/ Vancouver, Canada)
- Sept 2005 to Sept 2006 Web Designer Certificate (SUPCREA School / Grenoble, France)
- Sept 2002 to June 2005 Technical College Degree - Visual Communication Graphic design, Publishing & Advertising (BELLECOUR School / Lyon, France)

**ACTIVITIES**

Hiking, rock climbing, skiing, scuba diving, photography and painting